



Property Trading Game from Parker Brothers
For 1 Player / Age 8 and up

IMPORTANT! • If game does not work, push in RESET button or try new batteries. • If game is dropped and does not function correctly, remove and reinsert batteries. • If you press GO and NEW together, the screen fills with images: To fix, press and hold NEW; if necessary, press RESET.

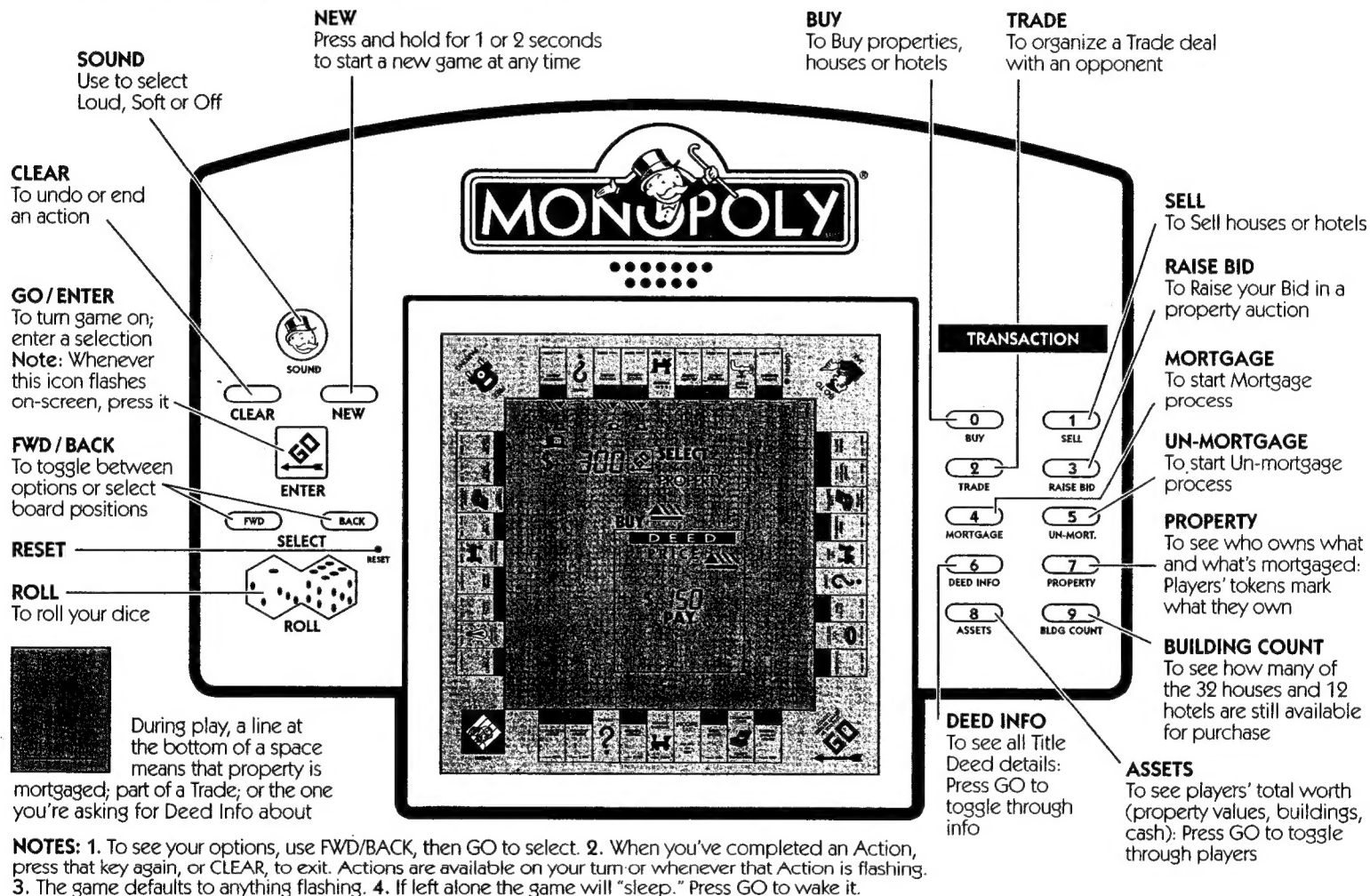
BATTERIES

To replace batteries: Loosen the screw on the battery compartment on the back of the unit and remove the door. Insert 3 AA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

CAUTION: To Avoid Battery Leakage

- Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.

A Look at Your Game Unit



Warning: This electronic game unit knows all the rules of the world-famous MONOPOLY® game—and observes them to the letter! We've included the rules for the classic board game on the back so you can see that this new version puts all the classic gameplay in the palm of your hand!

OBJECT... To become the wealthiest player through buying, renting and selling property—and driving your opponents into bankruptcy!

PREPARATION... Press GO to turn on the game. Select your token: The Car is the "default"; to pick it, press GO. To select any other token, use FWD/BACK for options, then press GO. To select an "instant game," when it asks you to "select opponents," press GO. To hand-pick up to three computer opponents: Press the NUMBER key for that opponent, then GO. Repeat for one, two or three rivals, then press GO to complete. Your rivals:

TO BUY AND SELL BUILDINGS... You may buy houses when you own all properties in a color-group, and replace four houses on a property with one hotel. Use Button #9 to see the BUILDING COUNT and learn how many of the 32 houses and 12 hotels are available. (See DEED INFO for prices and rents.) Press BUY. Use FWD/BACK to review eligible properties; press GO to select one.

HOUSES... You cannot erect more than one house on any property of a color-group until you have built one on every property of that group. If you sell houses back to the Bank (see SELLING AND TRADING PROPERTY), you must sell them back in the same fashion.

HOTELS... When you have four houses on each property of a complete color-group, you may replace each set of four with one hotel, for the price shown.

BUILDING SHORTAGES... When the Bank has none to sell, you must wait for a player to sell houses or hotels back to the Bank.

- #2. **Penny Wise:** She's your average, garden variety player.
- #3. **Connie Cashola:** Now she's got some gameplaying savvy!
- #4. **Hot Shot:** He lives up to his name!
- #5. **Greedy Granny:** Don't let this little old lady fool you!

BANKER / BANK... Rich Uncle Pennybags™ acts as Banker and Auctioneer. Each player starts with \$1500. All transactions happen automatically.

THE PLAY... The human player always goes first. Press ROLL. Your token moves automatically. Depending on where you land, you may buy property, or pay rent or taxes, receive a Chance or Community Chest message, etc. If you roll doubles, take another turn; press ROLL. But roll doubles three times in a row, and you land in Jail!

"GO"... Every time you pass GO, you automatically collect \$200 in salary.

BUYING / AUCTIONING PROPERTY... Land on an unowned property and you have two options. To BUY: Press BUY; you'll pay the stated price. To AUCTION: Use FWD/BACK to choose AUCTION; press ENTER. Bidding starts at \$20 and goes up by \$10's. Use Button #3 to RAISE BID. If you win the bid (or after an opponent wins it), press GO. The token and amount paid flash on screen.

PAYING RENT... Land on an owned property and press GO to pay your rent; it is automatically deducted from your account. If one player owns all the same color properties, the rent doubles; if a property is "improved" with a house(s) or hotel, the rent escalates accordingly! If it is mortgaged, you pay no rent.

"CHANCE" and "COMMUNITY CHEST"... Land here and your card appears, Rich Uncle Pennybags reads it, and the stated action either happens automatically or you'll be prompted to press GO. ("Get Out of Jail Free" stays in your "account" until you use it.)

"INCOME TAX"... You have two options: Estimate your tax at \$200 and pay it, or pay 10% of your total worth (cash, owned property values, owned buildings). Decide your option **before** you total your worth: You cannot check your ASSETS at this time, and you cannot press CLEAR to change your mind!

"JAIL"... You land here when 1) your token lands on "Go to Jail"; 2) you receive a "Go to Jail" message from Chance or Community Chest; or 3) you throw doubles three times in succession. Your token shows "behind bars."

When sent to Jail you cannot collect your \$200 salary on that move and your turn ends. Jailed players may buy and sell property and buildings, collect rent, and participate in auctions. If you land on Jail, you are "Just Visiting."

TO GET OUT OF JAIL... Use FWD/BACK to pick your option, then GO. You may either 1) try to roll your way out with doubles; or 2) pay \$50 to get out; or 3) use "Get Out of Jail Free" if you have one in your account.

"FREE PARKING"... This is just a "free" space. You receive no money, property or reward.

MORTGAGES... To raise money, mortgage unimproved property: Press MORTGAGE, then FWD/BACK to move your flashing token to the property you want. Press GO to mortgage it. Repeat to mortgage another property. Money raised by mortgaging is added to your account. To see what's mortgaged, press PROPERTY: A line appears on the board space of all mortgaged properties.

If there are buildings on the property, you must sell them back to the Bank at half price before you can mortgage. To lift the mortgage, pay the amount of the mortgage plus 10% interest. You may sell a mortgaged property to another player, who will pay you your asking price plus 10% interest to the Bank. To lift a mortgage on a property you are purchasing, immediately pay the price plus 10% interest. If you wait to un-mortgage it, you pay now and an additional 10% when you lift it.

SELLING AND TRADING PROPERTY... Unimproved (including mortgaged) properties, railroads and utilities (but not buildings) may be privately traded to any player for any price (or other assets) the owner can get. No property can be traded if buildings are standing on any properties of that color-group; they must be sold back to the Bank first. Buildings may be sold back to the Bank at any time, for one-half the price paid for them. All hotels on one color-group may be sold one house at a time (one hotel equals five houses), evenly, in reverse of how they were erected.

HOW TO TRADE... Rich Uncle Pennybags believes that Trades are the key to winning this game! Here's how they work:

"A Trade has occurred": If you hear this, the computer opponent has traded with one another. To see what they did, watch which Tokens flash on which Properties, and look for the Cash amount on screen. You must press GO to return to the regular turn sequence. When you want to propose a Trade: Press TRADE during your turn or when "Action" is flashing. Use FWD/BACK to select the token of the opponent you want to trade with, and then GO to enter this selection. Continue using FWD/BACK to move through the selection menus and GO to enter. Your current selection will be flashing. Use FWD/BACK to scroll up and down through menus and around the board, depending on the selection menu. CLEAR lets you back up one screen. When GO flashes, press it.

A Trade may consist of:

- **PROPERTY** – Select this option, then add each property you wish to include in the deal (yours and your opponent's). Press GO after each selection. After all selections are made, press TRADE.
- **ADD CASH** – Select this to include money as well as property. Press PAY (if you want to give money) or COLLECT (to receive money), then use the number keys to input the cash amount.
- **ADD CARD** – Select if you want to offer or receive "Get Out of Jail Free" in the deal.
- **COUNTER** – If you don't like the deal your opponent has put together, select COUNTER and adjust the offer.
- **COMPLETE** – When you have constructed the deal you want, select COMPLETE, and press GO.

DEAL? or NO DEAL? After the Trade has been constructed, you or your opponent must each decide if the deal is...

- **APPROVED** – Select this option to okay it yourself; you will see this if your opponent approves.
- **NO DEAL** – Select this to reject a deal yourself; your opponent will select it to refuse your deal.

To renegotiate if your opponent doesn't like your deal: Press **TRADE** again and repeat the above steps. Maybe you need to sweeten the deal with another property—or more cash!

BANKRUPTCY... You are bankrupt—and out of the game—if you owe another player or the Bank more than you can pay. A bankrupt player's assets are turned in and any resulting cash goes to the creditor. **BE CAREFUL:** If you assume a bankrupt player's mortgages, you must immediately pay the Bank the interest on the loan (10% of the value of the property)—which could bankrupt you!

HOW TO WIN... Drive everyone else into bankruptcy! The winner's final assets are displayed.

RULES FOR THE CLASSIC MONOPOLY® BOARD GAME

Note: On the hand-held game, all functions of cards and dice and all actions you would usually perform on the game board are done for you with the push of a button!

OBJECT... To become the wealthiest player through buying, renting and selling property.

PREPARATION... Place the board on a table, and put the Chance and Community Chest cards face down on their allotted spaces on the board. Each player chooses one token to represent him/her while traveling around the board.

Each player is given \$1500 divided as follows: 2 each of \$500's, \$100's and \$50's; 6 \$20's; 5 each of \$10's, \$5's and \$1's.

All remaining money and other equipment go to the Bank.

BANKER... Select as Banker a player who will also make a good Auctioneer. A Banker who plays in the game must keep his/her personal funds separate from those of the Bank. When more than five persons play, the Banker may elect to act only as Banker and Auctioneer.

THE BANK... Besides the Bank's money, it holds all remaining money and equipment, including Title Deed cards and houses and hotels prior to purchase and use by players. The Bank pays salaries and bonuses. It sells and auctions properties and hands out their Title Deed cards; it sells houses and hotels and loans money when required on mortgages.

The Bank collects all taxes, fines, loans and interest, and the price of all properties it sells and auctions.

The Bank never "goes broke." If the Bank runs out of money, the Banker may issue as much more as may be needed by merely writing on any ordinary paper.

THE PLAY... Starting with the Banker, each player in turn throws the dice. The high roller starts. Place your token on "GO," throw the 2 dice and move your token in the direction of the arrow that number of spaces. After your turn, play passes left. Two or more tokens may occupy the same space.

According to the space you land on, you may be entitled to buy real estate or other properties—or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "Go to Jail," etc. If you throw doubles, move your token the sum of the two dice; you are subject to any privileges or penalties pertaining to the space you land on. Roll again and move as before. If you throw doubles three times in a row, move your token immediately to the space marked "In Jail" (see JAIL).

"GO"... Each time a player's token lands on or passes over GO, whether by throwing the dice or by drawing a card, the Banker pays him/her a \$200 salary.

The \$200 is paid only once each time around the board, although you may be paid \$200 again if an "Advance to GO" card sends you to GO.

BUYING PROPERTY... Whenever you land on an unowned property, you may buy it from the Bank at its printed price. You receive the Title Deed card showing ownership; place it face up in front of you.

If you don't wish to buy the property, the Banker sells it at auction to the highest bidder. Any player, including the one who declined to buy it at the printed price, may bid. Bidding may start at any price.

PAYING RENT When you land on property owned by another

"FREE PARKING"... A player landing on this place does not receive any money, property or reward of any kind. This is just a "free" resting place.

HOUSES... When you own all the properties in a color-group you may buy houses from the Bank and erect them on those properties.

If you buy one house, you may put it on any one of those properties. The next house you buy **must** be erected on one of the unimproved properties of this or any other complete color-group you may own.

The price you must pay the Bank for each house is shown on your Title Deed card for that property.

The owner still collects double rent from an opponent who lands on the unimproved properties of his/her complete color-group.

Following these rules, you may buy and erect at any time as many houses as your judgment and financial standing will allow. But you **must build evenly**, i.e., you cannot erect more than one house on any one property of any color-group until you have built one house on every property of that group. You may then begin on the second row of houses, and so on, up to a limit of four houses to a property.

As you build evenly, you must also break down evenly if you sell houses back to the Bank (see SELLING PROPERTY).

HOTELS... When you have four houses on **each** property of a complete color-group, you may buy a hotel from the Bank and erect it on any property of that group. Return the four houses from that property to the Bank and pay the hotel price shown on the Title Deed card. You may erect only one hotel on any one property.

BUILDING SHORTAGES... When the Bank has no houses to sell, players must wait for some player to turn back or sell houses to the Bank before building. If there are a limited number available and two or more players wish to buy more than the Bank has, the Banker sells the houses or hotels at auction to the highest bidder.

SELLING PROPERTY... Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount the owner can get; however, no property can be sold to another player if buildings are standing on **any** properties of that color-group. The buildings must be sold back to the Bank before the owner can sell any property of that color-group.

Houses and hotels may be sold back to the Bank at any time for **one-half** the price paid for them.

All houses on one color-group must be sold one by one, evenly, in reverse of the manner in which they were erected.

All hotels on one color-group may be sold at once. Or they may be sold one **house** at a time (one hotel equals five houses), evenly, in reverse of the manner in which they were erected.

MORTGAGES... Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its color-group must be sold back to the Bank at **half price**. The mortgage value is printed on each Title Deed card.

No rent can be collected on mortgaged properties or utilities, but rent can be collected on un-mortgaged properties in the same group.

In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage **plus** 10% interest. When all the properties of a color-group are no longer mortgaged, the owner may begin to buy back houses at full price.

No other player may secure it by lifting the mortgage from the Bank.

list printed on its Title Deed card.

If the property is mortgaged, no rent can be collected. If you mortgage a property, turn its Title Deed card face down in front of you.

It is an advantage to hold all the Title Deed cards in a color-group (i.e., Boardwalk and Park Place; or Connecticut, Vermont and Oriental Avenues) because the owner may then charge double rent for unimproved properties in that color-group. This rule applies to un-mortgaged properties even if another property in that color-group is mortgaged.

It is even more advantageous to have houses or hotels on properties because rents are much higher than for unimproved properties.

The owner may not collect the rent if he/she fails to ask for it before the second player following throws the dice.

"CHANCE" AND "COMMUNITY CHEST"...When you land on either of these spaces, take the top card from that deck, follow the instructions and return the card face down to the bottom of the deck.

The "Get Out of Jail Free" card is held until used and then returned to the bottom of the deck. If the player who draws it does not wish to use it, he/she may sell it, at any time, to another player at a price agreeable to both.

"INCOME TAX"...If you land here you have two options: You may estimate your tax at \$200 and pay the Bank, or you may pay 10% of your total worth to the Bank. Your total worth is all your cash on hand, printed prices of mortgaged and un-mortgaged properties and cost price of all buildings you own. You must decide which option you will take **before** you add up your total worth.

"JAIL"...You land in Jail when... 1) your token lands on the space marked "Go to Jail"; 2) you draw a card marked "Go to Jail"; or 3) you throw doubles three times in succession.

When you are sent to Jail you cannot collect your \$200 salary in that move since, regardless of where your token is on the board, you must move it directly into Jail. Your turn ends when you are sent to Jail.

If you are not "sent" to Jail but just land there, you are "Just Visiting," you incur no penalty, and you move ahead in the usual manner on your next turn.

You get out of Jail by... 1) throwing doubles on any of your next three turns; if you do, immediately move forward that number of spaces; even though you threw doubles, **do not** take another turn; 2) using a "Get Out of Jail Free" card if you have one; 3) purchasing a "Get Out of Jail Free" card from another player and playing it; or 4) paying a fine of \$50 before you roll the dice on either of your next two turns.

If you don't throw doubles by your third turn, you **must** pay the \$50 fine. You then get out of Jail and immediately move forward the number of spaces shown by your throw.

Even though you are in Jail, you may buy or sell property, buy or sell houses and hotels and collect rents.

player at any agreed price. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage plus 10% interest to the Bank. If you do not lift the mortgage at once, you must pay the Bank 10% interest when you buy the property and if you lift the mortgage later you must pay the Bank an **additional** 10% interest as well as the amount of the mortgage.

BANKRUPTCY...You are declared bankrupt if you owe more than you can pay to another player or the Bank.

If you owe another player, you must turn over to that player all that you have of value and retire from the game. In making this settlement, return any houses or hotels you own to the Bank in exchange for **one-half** what you paid for them; give this cash to the creditor. If you have mortgaged property, turn this over to your creditor—but the new owner must at once pay the Bank the interest on the loan, which is 10% of the value of the property. The new owner may then pay the principal or hold the property until some later turn, then lift the mortgage and pay the interest **again** upon so doing.

If you owe the Bank more than you can pay (because of taxes or penalties) even by selling off buildings and mortgaging property, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all property so taken, except buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins.

MISCELLANEOUS...Money can only be loaned to a player by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone 888-836-7025 (toll free).

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